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ENERGY = MC²... THE MICHIGAN COMPUTER CONSORTIUM MAGAZINE

ISSN: 0740-2759

DECEMBER 1984

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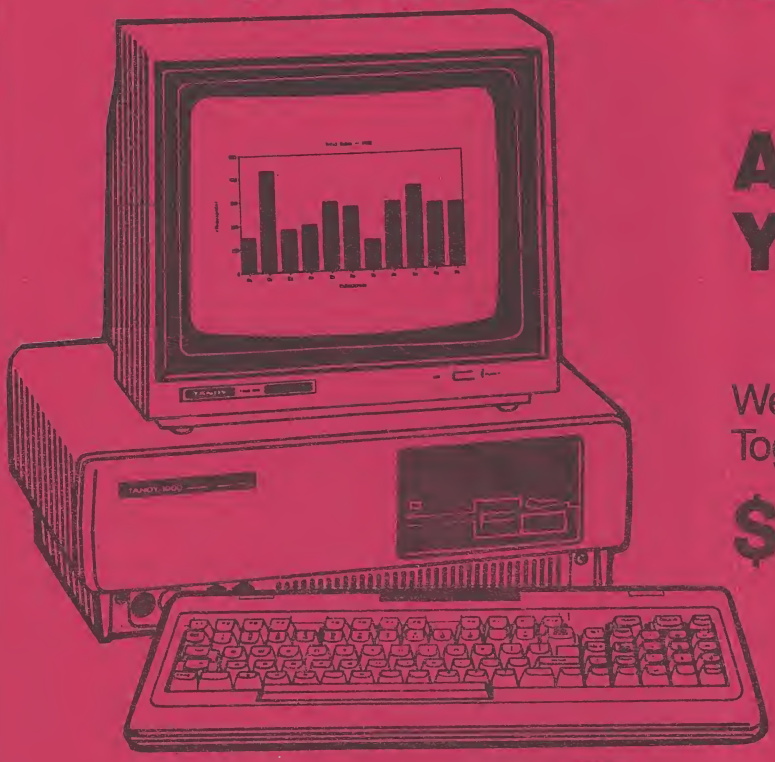

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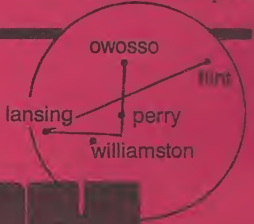

PERRY COMPUTERS

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NOVEMBER 1984

SU	MO	TU	WE	TH	FR	SA
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

CONSORTIUM CALENDAR

DECEMBER 1984

JANUARY 1985

SU	MO	TU	WE	TH	FR	SA
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1
2	3	4	5 M3G EXEC	6	7 CCUG	8
9	10	11 TI USERS GROUP	12 OSBORNE SIG HEATH SIG	13 LACC	14 APPLE LUG	15
16	17	18 UPCO (IBM PC)	19 Hanukkah	20 M3G	21 CHAOS	22
23	24 Christmas	25	26 CP/M SIG	27	28	29
30	31 New Year's Eve					

LANSING AREA COMPUTER CLUBS

Apple LUG (Lansing Users Group)
Meets: Last Saturday (1 week earlier in Nov.) 9:30 am
Lansing Public Library, 401 S. Capitol
Contact: P.O. Box 27144, Lansing, MI 48910
353-6880 (days); 351-1516 (evenings)

CCUG (Greater Lansing Color Computer Users Group) (MC2)
Meets: First Saturday, 1:00 P.M.
Next meeting Dec. 8
East Lansing Public Library, 950 Abbott, E.L.
Contact: P.O. Box 14114, Lansing, MI 48901
Terry Feichtenbiner 371-1594

CHAOS (Capitol Hill Atari Owners Society) (MC2)
Meets: Third Saturday 9:00 AM
Foster Community Center, 200 N. Foster, Lansing
Contact: Leo Sell 393-7792

CMTUG (Central Michigan TRS-80 Users Group) (MC2)
Meets: First Sunday, 1 PM
Library of Michigan, 735 East Michigan, Lansing
Contact: Sky Tribell 349-1857

LACC (Lansing Area Commodore Club)
Meets: Second Thursday, 7:30 PM
All Saints Episcopal Church
800 Abbott, East Lansing
Contact: Jae Walker (president) 351-7061

M3G (Mid-Michigan Microcomputer Group) (MC2)
Meets: Third Thursday (usually), 7:30 PM
East Lansing Public Library, 950 Abbott, E.L.
Contact: Dave Chun 394-6318
Executive Meetings:
First Thursday, 7:30 PM
Beggar's Banquet, 218 Abbott, East Lansing

M3G CP/M SIG (MC2)
Meets: Last Thursday, 7:30 PM
Foster Community Center, 200 N. Foster, Lansing
Contact: Greg Martin 484-5850

M3G Heath/Zenith SIG (MC2)
Meets: 2nd Wednesday, 7:30 pm
All Saints Episcopal Church
800 Abbott, East Lansing
Contact: Bill Goodwin 349-9657

M3G Osborne SIG (MC2)
Meets: 2nd Wednesday, 7:30 pm
East Lansing Public Library, 950 Abbott, E.L.
Contact: Jim Pease 332-8746

TI Users Group
Meets: 2nd Tuesday, 7:00 pm
River Front Community Bldg.
501 N. Cedar St., Lansing
Contact: Steve Bennett 394-1439, Larry Reed 645-2686

U.P.C.O. (Users' Personal Computer Organization--IBM PC group)
Meets: 4th Tuesday, 7:30 PM
Contact: Skip Osterhus 321-3425

Clubs designated (MC2) are members of the Michigan Computer Consortium.

This listing is as accurate as the information we receive. To list an event or update information, contact Joe Werner at 337-7415 (evenings).

ABOUT ENERGY

ENERGY (ISSN 0740-2759) is published monthly by the Michigan Computer Consortium, Inc., P.O. Box 1302, East Lansing, Michigan 48823.

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Subscriptions to **ENERGY** are provided as a benefit of membership in one of the clubs constituting the Consortium. Subscriptions are not otherwise sold. For information about joining one of the clubs in the Consortium, write the club at the address above.

ABOUT THE MICHIGAN COMPUTER CONSORTIUM

The Michigan Computer Consortium (MC2) was formed in 1983 to sponsor joint activities involving member computer clubs. Current members of MC2 are:

CCUG (Greater Lansing Color Computer Users Group)
CHAOS (Capitol Hill Atari Owners Society)
CMTUG (Central Michigan TRS-80 Users Group)
M36 (Mid-Michigan Microcomputer Group)

Information about each of these clubs is published elsewhere in **ENERGY**.

EDITORIAL BOARD

Dennis Cullinan, ed. (CMTUG)	372-6590
Mike Aldrich (CHAOS)	394-2412
Rob Peck (CHAOS)	887-0327
Joe Werner (M36)	337-7415
Terry Feichtenbiner (CCUG)	371-1594

ADVERTISING

Advertising in *ENERGY* is an economical way to promote your products or services to a key audience involved in personal computing. Four sizes of ads are available: business card, quarter-page, half-page, and full-page. Advertising space is limited and controlled, so that ads will never get "lost". Camera-ready copy is needed by the 15th of the month preceding publication. Limited graphics artwork is available at an extra charge. For more information, contact the Editor.

ARTICLE SUBMISSIONS

Persons wishing to submit articles are encouraged to do so. Articles may be submitted via CompuNet or in camera-ready form (3.5 inch columns, 16 characters per inch, 8 lines per inch), or on disk. Contact any Editorial Board member. The deadline for articles is the 15th of the month preceding publication.

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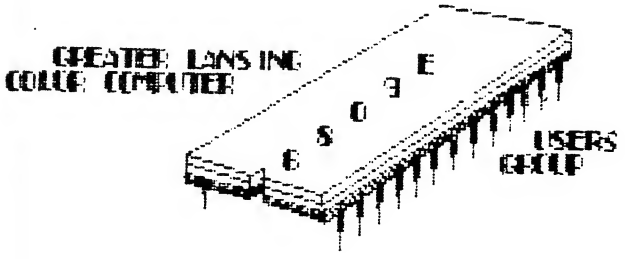
SUPPORT OUR ADVERTISERS

When you support our advertisers, they support you. If you are planning to make a purchase, then call or stop by to see our advertisers first. Let them know that you are there because of their ad in *Energy*. If an advertiser doesn't have the best price in town, then give them the chance to do better, or at least consider what services they offer after purchase.

If a store doesn't advertise here, then let them know you would like to see their ad in *Energy*. Many dealers need to understand how many bonafide users read *Energy* regularly.

CoCo NOTES

By Terry Feichtenbiner
CCUG President



The above design has been suggested as a logo for The Greater Lansing Color Computer Users Group. The integrated circuit is used to represent the 6809E microprocessor that is the heart of our Color Computers (c). Treasurer Craig Hahn down loaded the IC as a Graphicom (c) picture on Compuserve (c). Craig added the text to make it more personal. Give the logo some thought. We can discuss it at the next meeting.

ENERGY

The monthly magazine ENERGY is the major activity of the non-profit Computer Consortium. The printing and other operating costs are met thru the sale of advertising space, member club contributions and over-the-counter sales.

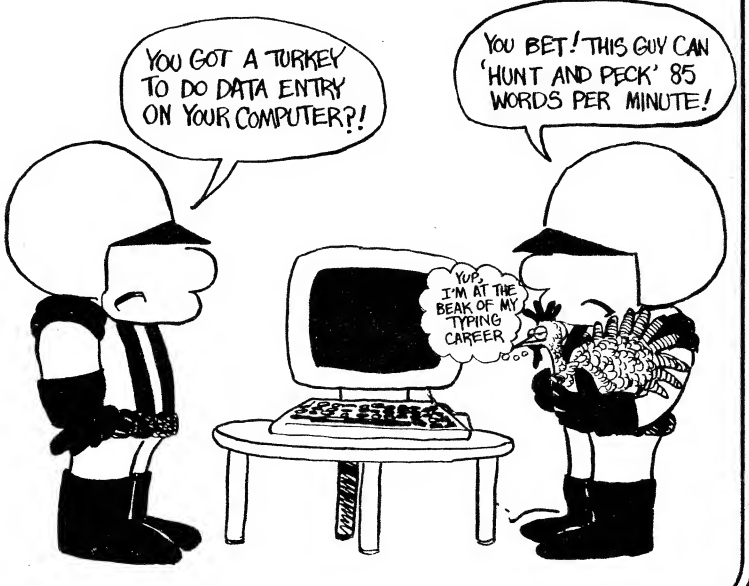
ENERGY is the best and cheapest way for computer user groups to communicate with all of their members every month. The printing costs alone are usually enough to drain the treasury of a club that wants to print a newsletter of it's own. Telecommunication is an alternative, but none of the Consortium groups have their entire membership on line.

Communication within user groups and with the community is vital to the health of personal computing. The computer purchasing public needs to know that help and advice are available to them outside the sales environment. User groups have much to offer each other in the way of ideas, organizational advice and cooperative ventures such as the yearly Computer Faire. It has been my experience that to remain healthy, a group must have members that are informed, allowed to contribute and receive benefits from that group. ENERGY provides all of these opportunities.

Many advertisers find ENERGY to be tailor-made for their business. What better way can there be to reach the computer-buying public than to advertise in a magazine written by local computer people for local computer people.

It must be stressed that ENERGY is a cooperative effort. All members should consider contributing to the magazine in some way. ENERGY is only as good as the diversity of it's content. It's kind of a give and take deal... You submit something that will be of interest to someone, and someone is sure to submit something that will be value to you.

A word about our advertisers. These business people are putting their money on the line for us. They are investing in the local computer community. Let them know that you appreciate their faith. If you can't buy from them, at least let them know where you saw their ad.



VIEW FROM THE TOP
by David T.W. Chun
President, M^{3}G

December Meeting Topic: This month we have a special guest speaker coming all the way from that distant state of Illinois. And get this, an actual volunteer! Our speaker comes with all the bells and whistles. He's Al Macintyre. I hope you don't think we are starting a series on disaster stories such as Airport I and II etc. It's only coincidence that Al's topic will be COMPUTER DISASTERS & COMPUTER BLUNDERS and LEARNING FROM OTHER PEOPLE'S MISTAKES. Al describes his talk as being in the form of entertainment but like good entertainment, it contains an overall message or moral that can be learned by computer-using-establishments to avoid getting into horrible messes. This talk should be of prime interest to small/large(?) businesses who are preparing to get into the micro[mainframe(?)]-computer age. Al should also give you some insight as to why your business computer consultant has suggested some of the things that (s)he has. Al says he will be bringing handouts so those of you who forgot how to take notes can sit back and relax to the more entertaining aspects of computer 'faux pas'. This talk was presented earlier at this summer's MACC Computerfest and is being shown on public access cable TV by the Dayton Microcomputer Association.

But who is Al Macintyre? He's an author. Look for an article by Al in the new magazine called "Computer Language" that Bill Goodwin mentioned in last months ENERGY. Expect to read articles written by Al in future issues of ENERGY. Al is an experienced speaker presenting talks like the one he will be giving in December to many computer clubs like ours and to regional get-togethers like MACC computerfest. Al is employed at Central Industries Inc which makes wire harnesses used in computers, photo-copiers, and household appliances, such as IBM, XEROX, and WHIRLPOOL. Incidentally, Al has spend time recently 'job-seeking'. He would be a good person to corner for hints if you are an unemployed computer orientated expert. Just from the brief talk on the phone with Al, I strongly recommend this as a must go to meeting.

Central Michigan TRS-80 Users Group (CMTUG) SIG. As you read in last month's ENERGY, CMTUG has had organizational troubles. I attended the last CMTUG meeting and the consensus was that the club would not continue as an independent group. Instead CMTUG will re-form within M^{3}G as a special interest group (SIG). CMTUG members will have or will be getting more information in the mail or from articles from Dennis (and of course word of mouth). So it is with great sorrow that we see the (temporary) passing of one of the oldest microcomputer groups in the area, but it is with the best wishes that we welcome back CMTUG. As Joe wrote in his letter of October 23, it is not the intention of M^{3}G to "absorb" CMTUG, but to strengthen both clubs. I welcome CMTUG as a SIG and I wish it much success.

ELECTIONS and MEMBERSHIP. Mark your calendars. In January you will be bring in a new slate of officers. If you or someone you know want to serve the club as an officer, now is the time to come forth (note. lower case). Please attend. We must have a quorum otherwise we will have to do this again in February which would take away time from our speaker [any volunteers for February ?].

Mid-Michigan Microcomputer Group (M^{3}G) is a non-profit organization of computer hobbyists, enthusiasts, and users in the Lansing and Mid-Michigan area (we also have members in other parts of the country!). Formed in 1975, M^{3}G is the oldest personal computer organization in the area. M^{3}G is a member of the Midwest Affiliation of Computer Clubs (MACC), and of the Michigan Computer Consortium (MC^2). Membership in the club is open to anyone with an interest in personal computing (to this I might add business computing). We generally hold meetings on the third Thursday of each month at 7:30 pm. Members receive ENERGY, published by MC^2, as a benefit of membership. The annual dues are $12.00, for 12 consecutive months. Family memberships (two or more people at the same address, receiving only one copy of the Newsletter, ENERGY) are available. The first member pays full dues; additional members each pay $1.00 per year. To renew or join M^{3}G, come to any meeting, or send one year's dues with your name and address to M^{3}G, c/o P.O. Box 1302, East Lansing, MI 48823.

M^{3}G currently has four active Special Interest Groups: The Osborn SIG, the Heath/Zenith SIG, the CP/M SIG, and now the Central Michigan TRS-80 Users Group. These SIGs hold additional meetings as their members wish, and may charge SIG dues in addition to M^{3}G dues if the SIG so decides. SIG meetings are announced in the Meeting Calendar in ENERGY. Additional SIGs may be formed on any computer-related topic which M^{3}G members may want.

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H/Z SIG NEWS

by Bill Goodwin

It looks as if there may finally be a PC-emulator for the H-100. At the time this is being written not much more than what appeared in the ad on the back cover of Semaphore is known. The price is to be $495 and it won't be available until January 85. There were some unsubstantiated rumors on the HUG bulliten board. One is that the board mounts on the mother board and has seven IC's. (Doesn't sound too likely to me. That's not much circuitry for the job that has to be done.) The other is that the board will let the H-100 run FLIGHT SIMULATOR. I hope so. If it will run that, I should finally be able to use SIDEKICK!

Last month I passed on the word that some of the current monthly releases from the SIG/M group in N.J. were available on the CP/M SIG on Compuserve. For those who are interested I have downloaded the latest version (2.0) of Forth83. This version includes a basic compiler written in Forth. I haven't tried it yet so I can't say how the compiler works. Interesting idea, isn't it.

You've all heard of the Z-150 deal for the U of M faculty, staff, and students. Well, it's gone beyond that now. The latest word is that the deal is now open to all alumni. Pretty soon, it will be open to anyone who has ever been to a Spartan football game!!

The December meeting is the twelfth at 7:30 pm. I am not sure what the topic for the meeting will be. I am trying for a demo of the Word Perfect word processor that night but it's not set yet. We are going to get on the national HUG mailing list for software distribution. This is software that they receive but can't use in Remark or the normal HUG software distribution system.

As long as we are talking about meetings, there are several that should be mentioned that take place in January. The first one will be our meeting on the ninth. At this meeting two things will happen. The first will be the collection of M3G dues for 1985. (You do remember that SIG members MUST be members of the Mid-Michigan Microcomputer Group (M3G)?) M3G dues are $12 per year. The second item is the election of the SIG chairman. (I am taking this opportunity to announce that I will not be running.) The second meeting will be the M3G meeting on the seventeenth. The election of officers will take place at this meeting. (Along with the collection of dues!)

Funny Bits

The following was obtained from Edwin Posey at the ASIS Mid-year meeting:

On a somewhat lighter note, I am appending some computer-type humour gleaned from several sources. I am not citing the perpetrators, since they in all probability stole them from somewhere else. It helps restore my somewhat diminished faith in computerdom—even the binary thinker/hacker types can still laugh at themselves!

First, a quiz aimed at establishing your level of computer literacy:

1. Who invented the computer?
   a. Mr. Chips
   b. E.T.
   C. Marquis de Sade
2. What are microchips?
   a. What a herd of micros leave on the prairie
   b. What you eat with microdip
   c. The reason you had to take all those computer literacy courses
3. What is a floppy disk?
   a. A painful lower-back condition
   b. An album that didn't sell
   c. A great frisbee
4. What is the first thing you associate with computers?
   a. Charlie Chaplin
   b. Eyestrain, headaches
   c. Annoying Beeps
   d. Three tons of printout instead of a 3-page report
   e. All of the above
5. What is FORTRAN?
   a. Between 3 and 5 tran
   b. How to get computers excited before interface
   c. Ridiculous
6. What is PASCAL?
   a. A leafy vegetable
   b. A foot fungus
   c. A city in southern France
   d. None of the above
7. When you need consulting help in deciding what to do with your computer, who do you think of?
   a. IBM
   b. FBI
   c. PLO
8. What is the most important computer peripheral?
   a. Bill Cosby
   b. Someone to operate the computer for you
   c. Aspirin

THE USER

by
Joe Werner

Things are happening fast and furious in the computer industry. And these happenings will have a bearing on all of us and our hobby/profession/tool, the microcomputer.

As you may recall, my article last month noted a number of companies which are leaving the market. The bad news continues this month. But there is also some good news coming, so don't despair too much.

Financially troubled diskette maker Dysan is to be acquired by Xidex Corp. of Mountain View, CA. Dysan will operate as a Xidex subsidary, retaining the Dysan name, logo, and brand names.

Modem maker Hayes Microcomputer Products, Inc., has laid off 80 employees. Approximately 500 people still work for the company, and it is not in financial trouble, but even an industry leader like Hayes has to stay trim. Hayes is also readying a new product for the market; more on this later in this article.

One of the old names in the microcomputer software industry is disappearing, as VisiCorp, long ago known as Personal Software, is merged into Paladin Software Corp. of Santa Clara, CA. The VisiCorp name will be dropped. VisiCorp has settled its lawsuits with Software Arts over VisiCalc, by agreeing to renounce any rights to the name VisiCalc and pay Software Arts $500,000. That settlement plus the long delays and technical problems with VisiOn, make the VisiCorp name not very valuable. VisiCorp's products will enhance Paladin Software's products. Expect to see more from this alliance.

In publications, goodbye to Microsystems, which ceased publication with the November issue, and also goodbye to Microcomputing, which Wayne Green started back in the dim, dark, ancient history of microcomputing (around 1977); November was the last issue of this old-timer, too.

In club news, we are advised that the Southwestern Michigan Heath Users Group (SMHUG) will not be exchanging newsletters with us any more, as they have ended publication. They seem to be getting a very few members out to meetings. This is a problem not limited to one club or one area. We wish them luck in overcoming it.

Also in club news, but a little happier, is that CMTUG, the Central Michigan TRS-80 Users Group, will continue to exist, as a SIG affiliate of M3G. CMTUG was also suffering a loss of enthusiasm and attendance. We hope that as affiliates of M3G, we will be able to work together to overcome this, and help CMTUG continue to serve the interests of the TRS-80 owners.

Now for some more upbeat news. AT&T has introduced a new line of modems, the 2224A and 2224B. These modems are capable of communicating over the telephone network at speeds up to 2400 bits per second, and also work at 0-300 bps and 1200 bps, compatible with the Bell 212. These are "intelligent" modems, with many functions accessible from the keyboard, including automatic redial, a stored directory of telephone numbers, and automatic speed selection.

Some eight other modem manufacturers are expected to introduce similar modems at the Fall Comdex, going on as I write this. Hayes is one prominent name, but many other modem manufacturers will also enter this market quickly. The price-performance should be good, since list prices for these modems are expected to be around $100 more than the 212-compatibles on the market today. $100 for twice the speed is not bad.

However, a word of caution. Availability of these modems is being quoted as "early 1985". This means practically any time before next Thanksgiving.

And finally, an item I might not believe, had I not seen it in the respected publication Datamation. "After months of working together on Unix applications software, American Telephone & Telegraph is negotiating with Digital Research Inc., Pacific Grove, Calif., to acquire that company outright or to buy a significant part of it.... Expect some sort of equity move by year-end." Remember, DRI are the folks who gave us CP/M. They've recently been branching out into languages and application software. AT&T especially needs the application software; DRI could use the financial backing and marketplace presence that AT&T could provide. If I were IBM, I'd be looking over my shoulder while running as hard as I could.

Transferring Data From Long Records Into Shorter Records

Profile
The small Computer Company

Written for the users of PROFILE II, PROFILE + and PROFILE III +

PROFILE Editor
P.O. Box 2910
Fort Worth, TX 76113-2910

Mr. Robert D. Lynch of Glassboro, New Jersey, writes: "I have a TRS-80 Model II with PROFILE II. Before I understood your patches described in the June 1981 'News' which allows me to shorten segments and increase my number of records, I already had a sizeable file which is now limited to approximately 1800 records. With the patches and shortened segments I have been able to create a new file which will open to approximately 3000 records. However, I have not been able to successfully transfer the records from my old file to the new file. How do I do it? In my old file I have used the second and third segments but have limited the totals of the field lengths to 128 bytes."

What is needed is a short BASIC program that will write the old 256 byte records into 128 byte records. This entails taking the first 128 bytes from the old records and writing them into 128-byte records in a new file.

Reading PROFILE files from BASIC was described in the November 1981 column. Using that information as a jumping-off point, you should be able to use this sample program to write the old to the new file:

At TRSDOS READY, open 2 files in BASIC: BASIC -F:2
Type in the following program:

```
100  OPEN "D",1, "FILENAMENEXT
     : n "
110  OPEN "D",2, "FILENAMENEXT
     : n ",128
120  FIELD 1,128 AS IN$
130  FIELD 2,128 AS OT$
140  FOR R=1 TO LOF(1)
150  GET 1,R
160  LSET OT$=IN$
170  PUT 2,R
180  NEXT R
```

In place of "FILENAME" use the name of your file; if the name is less than 8 characters, pad it with zeroes—i.e., "SHORT000/EXT."

PROFILE data file extensions ("EXT") are /DAT for segment 2; /DA2 for segment 3; and /DA3 for segment 4. To move segments 2 and 3, Mr. Lynch will have to type in the program twice, using FILENAME/DAT the first time, and FILENAME/DA2 the second time.

Note: You cannot move the KEY—the first segment—with this program because key segments are written in blocks of 3 (1 from each of 3 records), and un-blocking and re-blocking the segments is quite another process. However, in the above example, the old key segment can be used for the new file, too.

The "n" at the end of the extension is the drive number. If you have only one drive, or want to write the old file into the new file on the same drive, your new file name must be different from the old file name. After the records are written into the new file, change the new name to the old name using the TRSDOS "RENAME" command.

Once you've verified that the records have been written successfully into the new file, you can kill the old file. If the old and new files have the same name, we suggest you take the diskette(s) holding the new file out of the system first, to avoid killing it by mistake.

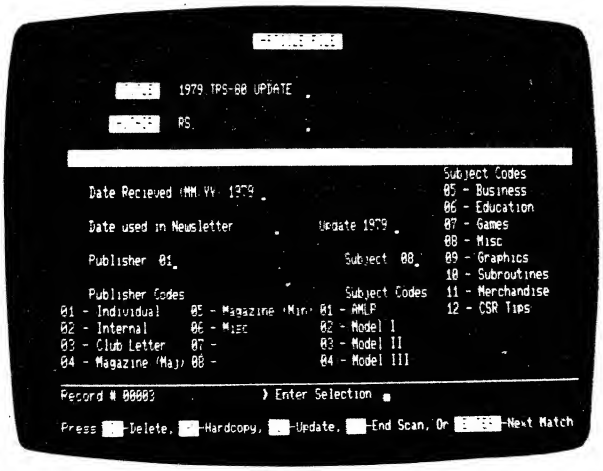
One question we often hear from PROFILE II and PROFILE PLUS users is, "What **are** all those programs on my diskette—what do they do?"

To answer this question once and for all—until we write more add-on programs, that is—we've come up with the following table.

Included are PROFILE II, PROFILE PLUS. Where you see "FILENAME," substitute your own file's name.

Program	**Menu Choice & Function**
PROFILE II	
M	PROFILE II menu
CREATION PROGRAMS	
CREATE/EFC	Menu choice 1—define files: creates FILENAME/MAP, KEY, DAT, DA2, DA3
CREATEX/EFC	Menu choice 2—define screens: creates FILENAME/PMP, PM1-5
LPFORM/EFC	Menu choice 3—define report formats: creates FILENAME/PRT, PR2-5

LBFORM/EFC	PROFILE II menu choice 4—define label formats; creates FILENAME/LB1-5
FIELDER/EFC	PROFILE II menu choice 5—define selections for SCRIPSIT; creates FILENAME/SL1-5 (SL = Selection List)
RUNTIME PROGRAM	
EXPAND/EFC	PROFILE II menu choice 6—expand files FILENAME/KEY, DAT, DA2, DA3; in single-segment files only, creates FILENAME/KX1-3.
CLERK/EFC	PROFILE II menu choice 7. Inquire. Update, Add; uses the indexes: uses screen formats FILENAME/PMP. PM2-5
PRINT/EFC	PROFILE II menu choice 8, print reports; reads in FILENAME/PRT, PR2-5
LABEL/EFC	PROFILE II menu choice 9, print labels; uses FILENAME/LB1-5
SELECTOR/EFC	PROFILE II menu choice 10, run record selection for SCRIPSIT; reads in FILENAME/SL1-5 and creates FILENAME/SR1-5 (SR = Select Records)
PROFILE PLUS	
MENUPLUS/EFC	The PROFILE PLUS menu
MAKEMENU/EFC	PROFILE PLUS menu choice 1—create a user's menu
K/EFC	A key file; it allows you to pass parameters to programs in a user's menu
CREATEM/EFC	PROFILE PLUS menu choice 2—define math formulas; creates FILENAME/MTH
INDEX/EFC	PROFILE PLUS menu choice 3—build index; creates FILENAME/IX1



CMTUG REORGANIZED

by Dennis C. Cullinan

Last month's CMTUG meeting was the club's last, for it was decided at that time to disband the Central Michigan TRS-80 User Group, and to re-form as CMTI6, a special interest group within the Mid Michigan Microcomputer Group (M3G), the state's oldest. The move will release the club from the obligation to elect officers, which had been a major obstacle for over a year. The club's treasury will remain intact, and present members can expect full measure for dues paid; renewals will be payable to M3G, at the same $12 per year. At press time there was no meeting set for December, but you will be notified, either by separate mailing or in January's *Energy* of the time and place for the January meeting. Since meetings will no longer take place in the Library of Michigan, it is most likely that there will be no more Sunday gatherings. For the time being, the club's book and software libraries will continue to be accessible at my office in the Library of Michigan, 735 East Michigan Avenue in Lansing (373-1593, ext. 109).

Arithmetic Practice

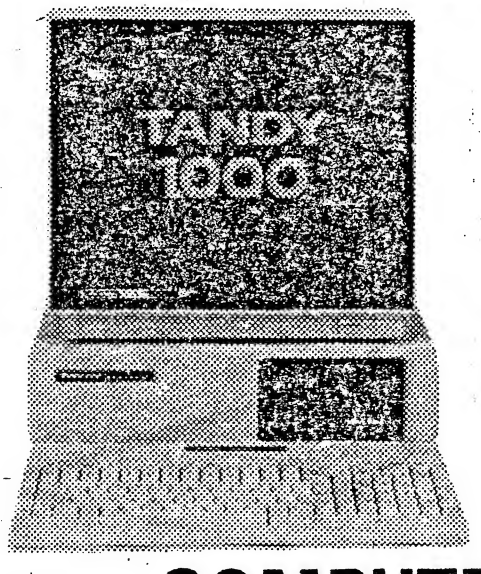
Peter Fried
17 Hearthstone Circle
Scarsdale, NY 10583

I designed the following little Model III Disk BASIC program for my son Kenny. It allows him to work Addition, Subtraction, Multiplication and Division problems at random using integers between -10 and +10.

The program also demonstrates the use of the Video scroll control, cursor character control, as well as the ⟨ENTER⟩ key control (PEEK 14400). The score is constantly displayed on top of the screen.

Note: the program will run in a non-disk Model III by changing the LINE INPUT statement in line 1020 to INPUT.

```
2 REM PROGRAM NAME : PRACTICE
5 CLS
     : PRINT @ 261, "This program generates Addition,
     Subtraction,"
     : PRINT "    Multiplication and Division
     problems at Random."
     : PRINT
     : PRINT TAB(6) "Hit "; CHR$(34); "ENTER";
     CHR$(34); " to Start. ";
6 PRINT TAB(16) "Enter "; CHR$(34); "9999"; CHR$(34);
     " to quit."
     : PRINT @ 963, "Program by Peter Fried .....
     February 10, 1982";
10 IF PEEK(14400)-1 THEN 10 ELSE CLS
     : PRINT CHR$(23)
     : RANDOM
15 POKE 16419, 95
     : POKE 16916, 3
     : PRINT @ 6, "Right  Wrong  Total   Score %"
20 D=0
     : C=RND(4)
22 A=RND(20)-10
     : B=RND(20)-10
     : PRINT @ 512,;
25 IF A=0 THEN 20 ELSE IF B=0 THEN 20 ELSE IF
   A/B<>INT(A/B) THEN 22
30 T=T+1
     : ON C GOTO 100, 200, 300, 400
100 REM ..... ADDITION .....
110 GOSUB 1010
     : PRINT @ 530, A; "+"; B; "= ";
     : GOSUB 1020
     : IF X=A+B THEN 1000
125 D=D+1
     : IF D=1 THEN W=W+1
130 GOTO 110
200 REM ..... SUBTRACTION .....
210 GOSUB 1010
     : PRINT @ 530, A; "-"; B; "= ";
     : GOSUB 1020
     : IF X=A-B THEN 1000
225 D=D+1
     : IF D=1 THEN W=W+1
230 GOTO 210
300 REM ..... MULTIPLICATION .....
310 GOSUB 1010
     : PRINT @ 530, A; "x"; B; "= ";
     : GOSUB 1020
     : IF X=A*B THEN 1000
325 D=D+1
     : IF D=1 THEN W=W+1
330 GOTO 310
400 REM ..... DIVISION .....
410 GOSUB 1010
     : PRINT @ 530, A; "/"; B; "= ";
     : GOSUB 1020
     : IF X=A/B THEN 1000
425 D=D+1
     : IF D=1 THEN W=W+1
430 GOTO 410
1000 PRINT
     : PRINT TAB(12) "O.K."
     : IF D=0 THEN R=R+1
1005 FOR I=1 TO 200
     : NEXT
     : PRINT @ 136, USING "##      ##      ###
     ###.# "; R, W, T, R*100/T;
     : PRINT @ 576,;
     : PRINT
     : GOTO 20
1010 PRINT @ 530, CHR$(220);
     : RETURN
1020 LINE INPUT X$
     : IF X$="9999" THEN POKE 16916, 0
     : CLS
     : END
1025 X=VAL(X$)
     : RETURN
```

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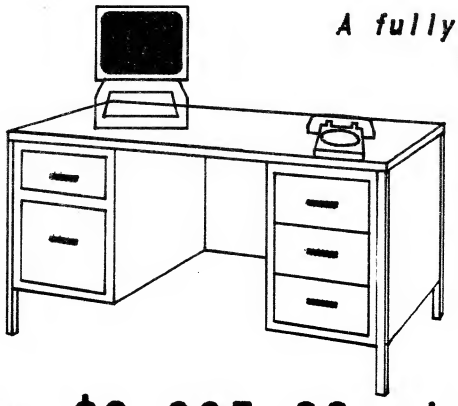

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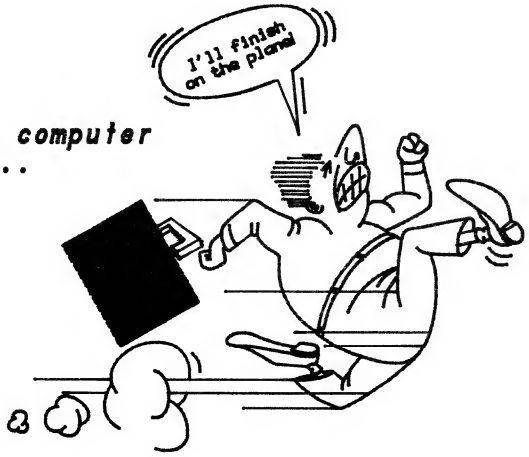

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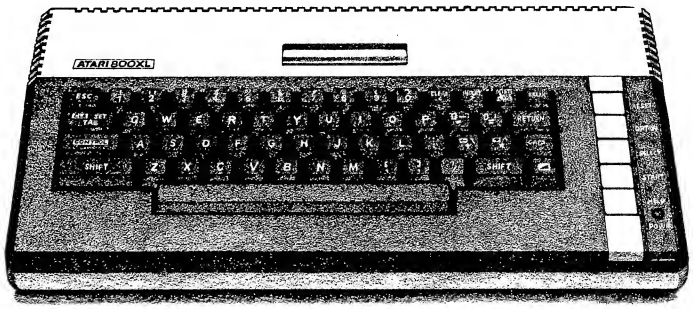

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FROM THE PRESIDENT
by Leo Sell

In beginning this term of office as your new president I find myself somewhat awed. CHAOS has tremendous potential, both for success and for failure. I am convinced that the members themselves must be the force propelling this club. In the past, much of our progress has been the result of the officers, particularly Ike Hudson, shouldering most of the load and responsibilities. Sooner or later such a course leads to weakness and failure. You the members of CHAOS must be willing to volunteer, take initiative and just generally make it work. Unless all of our members contribute time and effort, many jobs won't get done. In the next issue there will be a survey form for our members to fill out and return. Please do so so that we may know your willingness to be involved.

All of us working together will make this club larger and stronger than ever. I am hoping that you will communicate to me your ideas and thoughts for improvement. What would you like to see changed? What improvements should be made? Please feel free to communicate your ideas to me. I would particularly enjoy seeing your comments on the CHAOS BBS.

MUSINGS...

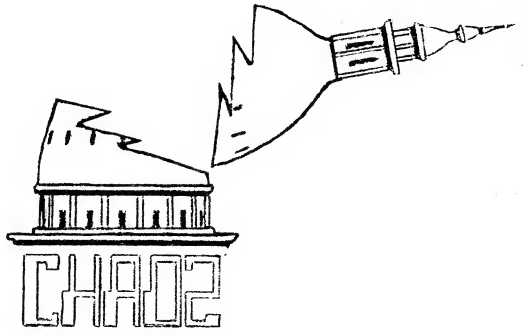
by Leo Sell

Just read an article about the rise and fall of Nolan Bushnell in the October issue of Inc. magazine. How many of you remember waiting a year or so ago for the "incredible new games and technologies" from Bushnell?

Another article in the 11-7-84 Wall Street Journal intrigued me. Atari Corp. denies that the 800XL will be discontinued. Despite assurances, I am growing more concerned about Atari's future. By the time you read this we should know a great deal more. I certainly hope at the very least they retain the commitment to quality control and compatibility they were known for in the past. What do you the masses think?

Did anyone notice the Bootstrap column on the possible demise of CMTUG, the TRS 80 group. It may be defunct by the time this is printed. The demise of any user's group is cause for concern. But, to see one as old, relatively, and established as CMTUG go down the tubes is downright scary. I hope the members of CHAOS will continue to be active and step forward as jobs need done. Otherwise we may see our own club begin to decline. Ask around. See who has an Atari and sell them on the club. Recruitment is extremely important.

On to other thoughts. I hope more people discover the joys of "BBSing" (I know it's a contrived verb, please forgive me Unicorn hunters.) There are some excellent programs waiting for you to download on the CHAOS BBS. Phone 627-4243. Babblenet at 321-9652, has been on fire lately with pre-Election discussions. Tune in to these and others around town. You'll make new friends and find new facinations as you do. (Be careful, it may be addictive.)



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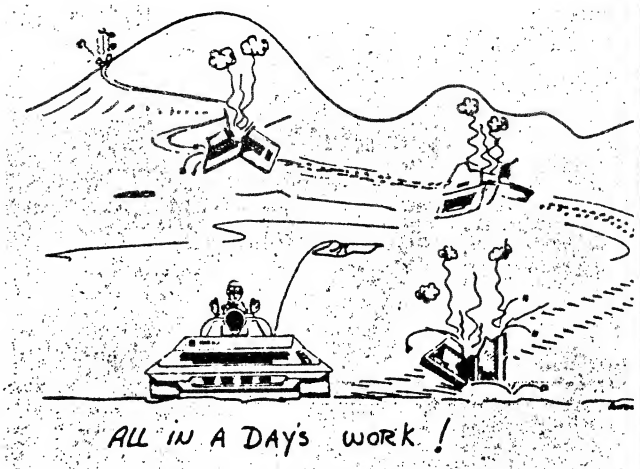

FROM J.A.C.G. (SEPTEMBER)

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A FOND FAREWELL
FROM IKE HUDSON

As most of you know by now, I am leaving Lansing to accept a job with Burroughs Corporation in Louisville, KY. I am looking forward to the new opportunities that await me in Louisville and with Burroughs.

I will be sad to leave Lansing and the many friends I have made in this area. I will be especially sad to bid farewell to CHAOS. I believe we have one of the best and most active computer clubs in the world. I hope CHAOS will continue to be the best that is possible. I know Leo Sell will be a good leader. He will need the support and assistance of everyone if the club is to continue and sustain the level of excellence we have attained.

I am not very good at writing farewell addresses. I am glad that I resigned when I did so we were able to have an easy transition to a new administration. I plan to continue my membership in CHAOS, because I will always be interested in what is happening here in Lansing.

I would like to thank everyone for the very nice plaque that was presented to me at the last meeting. I will always cherish it. I would like to thank the board for the gavel and stand, and for the honor of being permanent honorary chairman of the board. I will miss you all.

Good Luck and Merry Computing to all of you.

A Review of D-Bug
Child Ware (Electronic Arts)

by Colin Evans, Age 9

D-Bug is like 2 games in 1. You start out playing a game called "Gotcha!" on the D-bug computer--a computer within your Atari computer-- where you try to capture butterflies and your opponent (you can optionally play against the computer) tries to capture sailboats. To capture an object you try to move a square (there's only 1 square; on your opponent's turn, he or she moves it, on your turn you move it) onto a butterfly and press the joystick button. On your opponent's turn he or she would try to do the same except try to land on a sailboat. Once a sailboat or butterfly is claimed it cannot be reclaimed.

But the real fun starts when the D-Bug computer breaks down! The screen will start flashing and then the symptom will show up, e.g. a piece of screen will disappear, "snow" will come on screen, etc. Then you will have to go inside the D-Bug computer and try to fix the bug. It may be a loose ROM or RAM chip, or it may be a hot VLSI chip, or it may just be a loose cable on the monitor. Then you have to figure out how to fix it. If it's a bad chip you'll have to buy a new one, if its a loose cord or chip you'll have to push it back into place.

I think D-Bug is a pretty good game because I learned how a computer works (basically) and I also thought that D-Bug has good sound and graphics. The music on "Gotcha!" is neat and the tunes that you hear when you find or fix a bug are gratifying. The graphics are good too, and the figure that represents you moves smoothly. You can choose between 3 characters: Dot Matrix, Moe Dem, or M.A.x., and the inside of the D-Bug computer looks realistic. When I started out I thought that this was going to be a very complicated game, but I discovered that once you get the basic idea into your head, it's simple, so good luck!

CHAOS BBS
10/29/84

The new number to the CHAOS BBS is 627-4243. We now have two double density drives on line and the latest and greatest downloads around. The BBS has changed drastically from the old program. It now supports passwords and private mail as well as multi-level access. You will be granted a level Three after your initial call. Then you will be able to leave msgs and have a larger access base to downloads.

Options:
A--ATASCII/ASCII
B--Bulletin reprint
C--Msg. to SYSOP
D--Download
F--file directory
G--Log-off
H--Help listing
I--D/L file index
J--Message search
L--Line feed switch
M--Load msg. base
N--New user info.
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The Writer's Tool

A Review

by Rob Peck

It's always a pleasure to review a product from Optimized Systems Software Inc (OSS). And when that product is their brand new word processing package, life really gets to be fun. OSS, in my opinion, produces the best practical software for Atari computers, bar none. And, as readers of *Energy* well know, word processors are near and dear to my heart. Enough blather, on to the review.

The Writer's Tool is a very full featured word processing package for Atari computers. It is a 20K machine language program which comes on an OSS Supercartridge and a disk. It is completely equipped with all the usual word processing amenities, like full-screen editting, automatic word wrap, line centering, multiline headers and footers, and right margin justification. I can even report that it actually loads in its claimed 30 seconds.

The Writer's Tool goes beyond most home computer word processors in its amazing breadth of features while still remaining easy to learn and use. Some of its unexpected, but very nice, features are: an undelete command, lots of search and replace options, upper to lower case conversion command and vice versa, preview print to screen, disk directories (optionally printed) and disk initialization, easy 'outdenting' for paragraph numbers and the like, double column printing (with automatic platen reverse line on printers which have it), support for all printers features on 13 different printers and their clones, linked file printing for inclusion of canned text or very large documents, and merged file printing for form letters with input from the keyboard or a pre-prepared disk file.

Whew, that's quite a list of features. But the real reason I like The Writer's Tool so much, is not because of what it does, so much as how it does it. Specifically, I mean I like the design of the product. OSS took a lot of care and it shows in many ways. For instance: double density support, typeover and insert modes have different cursors, word wrap can be turned off, normal use of Atari cursor movement keys (backspace even works properly in insert mode), a cursor exchange command so you don't have to hold down the control key all the time, the Atari key beeps when you hit it while aiming for the shift key (bless you OSS!), and it clears the printer of previous print style commands before printing.

Woof, another incredibly long list. Let's look at a few design features in more detail. Take turning off the word wrap. That sounds really dull, uninteresting, and not at all useful, right? Well, it's one of the handiest features a word processor can have.

Automatic word wrap insures that words are not split across screen lines by moving words which are too long to fit at the end of a line to the beginning of the next line. This improves the appearance of the screen as well as making it easier to read the text. Great, so why would anybody want to turn it off?

Well, when it moves a word to the next line, it leaves several blank characters at the end of the line which was too long. However, only one of them is really a space, the rest are just there to make things look pretty, they don't exist. When you are trying to line things up on the screen, these extra pseudo-spaces can make life extremely difficult. But, by turning the word wrap off for a few moments, it is very easy to see just where your spaces are, and how things are arranged.

Now, that's what I call looking out for the user. A couple of other very nice features are a status line which shows when you are in caps lock, inverse, or cursor exchange mode, and a special command which opens up a ton of space at any point in your file to facilitate adding large amounts of text.

I alluded earlier to liking the design of The Writer's Tool. One of the things I really admire about it, and which contributes directly to its ease of learning and use, is an excellent sense of command separation. By this I mean that there are five very separate groups of commands and they each have a separate and distinct keying sequence.

Cursor movement follows normal Atari conventions. Formatting commands like margin setting, justification, page length, line length, etc are all accomplished with a single letter preceded by a period (eg .m 8 to set the left margin at column 8). Editting action like undelete, switching between insert and typeover mode, copy or move block, and move to beginning or end of text are all accomplished with a single letter control sequence (eg CTRL-C to copy a block).

Special print features like emphasized, double strike, italics, underlining, super and subscripts, and double width are accomplished with a single letter shift control sequence (eg SHFT-CTRL-U to underline). And finally, The Writer's Tool itself is controlled with the function keys: START toggles word wrap on and off; SELECT gives you a choice of two different cursors in typeover mode; OPTION brings up the main menu; and SYSTEM RESET returns you to edit mode from anywhere in

continued

Writer's Tool continued

The Writer's Tool without disturbing your text.

This grouping of commands into logical sets and the choice of a specific keystroke as the leadin for each, combined with OSS's selection of command letters which are as mnemonic as possible, demonstrate a great deal of professionalism in the design of this product. This attention to design concept and structure contributes greatly the ease of learning and use of The Writer's Tool.

One thing I haven't even mentioned yet are the incredible customization features of The Writer's Tool. Using a Basic program supplied on the disk, you can set new default values for print formatting like page length, line length, printer font, etc. Additionally, you can even control the display by changing: the cursor blink rate and brightness; the left margin; the background screen color and character brightness; and even the location of the warning beep, from console to TV or monitor.

You can define any number of these format files. One of them can be set up to automatically load, or you can load one manually at any time. Similarly, you can define a specific printer driver to automatically load, or you can manually load one at any time.

Finally, last but certainly not least, we come to one of the things I care the most about, and which is traditionally a weak spot for home computer software, documentation. Happily, I can report that OSS has done an outstanding job here. To be truly useful, a user needs three separate and distinct pieces of documentation: a tutorial to learn how to use the product, a reference manual to answer questions once the learning period is over, and some kind of quick reference device for easy acces during use of the product.

The Writer's Tool comes in a familiar, bright yellow OSS binder. This contains a well written 89 page tutorial and a comprehensive 56 page reference section, as well as an introduction, several useful appendices, and that without which no manual is complete, an index. This is a well done book printed on good quality paper with excellent print (no dot matrix stuff here). Interestingly enough, the entire manual was prepared using The Writer's Tool. That's not a bad recommendation. My pre-release, review copy lacks a quick reference card, but I have been told they will be included in the production version.

Now, last somebody accuse me of being on OSS's payroll, let me tell you about the things I didn't like. I have already sent OSS a five page letter outlining my complaints. Most of them are extremely picky, so I'm just going to tell you the ones which bug me the most.

First, when you do a lot of fast typing or repeated cursor movement, little bits of phantom text flash in the pseudo-spaces at the ends of lines on the screen. This doesn't hurt anything, and it goes away as soon as you stop typing, but it annoys me.

Next, These is no way to print more than one copy of your document at a time. Actually, you can fool it using a perversion of the form letter facility, but I would like to be able to simply say print 5 copies and have it do that.

Continuing, the screen preview is nice, but it only shows the first 40 columns of text; there is no provision for horizontal scrolling to see the rest. Additionally, there is no visible page boundary marker. So, while the print preview is useful and can give you an idea of what the finished product will look like, you still have to do draft prints to really see what you've got.

Finally, and fairly nitpickily I might add, The Writer's Tool does not do an automatic page eject at the beginning or end of a document. This means you either have to remember to put them in your text, or do it manually at the printer when you are printing multiple documents.

Actually, that's not too bad a list. And, let me be perfectly clear, The Writer's Tool has taken over first place in my word processing heart. At last I've found a piece of software which will support anything my printer is capable of, and yet is still easy to use. (It's so easy to use, that a friend who was used to Text Wizard used it for 45 minutes without ever noticing the difference.)

Bottom line--If you have a printer that's capable of some tricks, and your word processing needs go beyond simple letter writing, I strongly urge you to visit your software dealer and give The Writer's Tool a look. Do this even if you already own a word processor, this is one hot product!

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Tramiel Meeting

MIKE SAWLEY/TOM BENNETT

(FROM SLCC JOURNAL NOV. 84)

"We are planning to make machines that people can buy, not companies....The main thrust of this company will be personal computers, where a person can go out and buy it and use it."

These are the words of Mr. Leonard Tramiel, V.P. of the new Atari Corp. and head of the Software Division, who was the main speaker for the October general meeting of the San Leandro Atari Computer Club.

Mr. Tramiel confessed straight off that he did not have a speech ready and so took questions from the floor the entire time he was at the podium.

One of the first questions centered around the rumored 16 bit Atari machine. Mr. Tramiel stated, "There will be a new 16 bit computer and that will be demonstrated at the CES show in January. We're planning to have it ready to market then." He did not want to answer questions relating to the specifics of the machine. Mr. Tramiel made the following comments on the new 16 bit machine:

> "Our new 16 bit machine will definitely be an improvement (over an IBM look-alike). We will definitely take at least one large step (beyond that machine)."
>
> "The aim is to market a high performance, affordable computer. If people wish to use it in their office, they will be perfectly free to go to the store, buy it, and take it there."
>
> "At the moment there is no plan to specialize in any particular market (of software, ie, games, educational, etc.). We are going to get....software running on that machine that will satisfy all of the major needs for a computer. There will be games software, educational software, and productivity/business software. We will not specialize in any one type of software market."
>
> "There will be enough documentation on the 16 bit machine so that any software developer can produce as much software as they want using all of the features of the machine."
>
> "There are expansion methods that third party hardware people will be able to take advantage of and expansion methods they will not be able to take advantage of."
>
> "You should not go out and buy any machine that is out there. Wait until January. You will not be disappointed."

He did indicate that Atari will sell the computer separately. No screen, disk drive(s) or printer will be included. Atari wants to keep the price as low as possible. He said the machine would be made available through large retail chains like Sears, Penneys and Wards.

About the only thing Mr. Tramiel would say for sure about the hardware was that the Amiga chips would not be part of the new machine. He did say that Atari was pursuing the rights to the chips through the courts.

Another area of concern by the members was the fate of the 800 and 800 XL machines.

Mr. Tramiel said that the 800XL would still be produced after the current stock was sold out. He said,

> "There are small things you can do to the computer (800 XL) that will improve its reliability and decrease its manufacturing costs by a significant amount. I know that I am going to get cynical snickers...'Sure, you are going to go through and take something out and make it half the price but it will fall apart in 3 months, which is conveniently the warranty time'. But we are certainly not going to do that. There really are things to do to the computer that will make it more reliable and make it quite profitable to produce at the new prices. And we are definitely going to produce many thousands of that machine (800 XL) per month....We are going to support that machine very strongly."

In the area of user support, Mr. Tramiel stated, "We definitely plan on using the user's groups as a tool for us and the Atari users. There is no doubt that the best way that a consumer, going out and buying a machine, has to get access to experts on the machine is to go to the user's group meeting.....(One idea is) we would like to get.....together with larger user's groups in the country and make a user's group headquarters somewhere....and use them as a clearing house for information." He also said a newsletter from Atari was in the works.

One member remarked that if the new machine was so exotic that it would be necessary for Atari to have a direct line of communication for the end user, perhaps in the form of an 800 number. Mr. Tramiel replied that this type of thing was extremely expensive and was not planned. He felt that vastly improved documentation was one answer, in addition to using the user groups as he already stated. He also felt that a truly advanced machine did not need such a line. If a person needed to have someone hold his hand to get the machine turned on, then the user groups were the best way to go. A one on one tutoring session could be had in this way and this was something only user groups could provide. He said Atari was planning an extremely active user group support policy.

In the area of games and game machines, Mr. Tramiel did not know if the 7800 Prosystem would ever be produced. He felt the thrust of the new Atari Corp. would be in the area of computers and not toys. He did say that arrangements were made so Atari Coin-Op games could be made available to the computer owner. (The Coin-Op division still belongs to Warner.) He also said that contracts were being

continued

Tramiel continued

renegotiated with third party publishers so there would be continued support for both the new machine and the 800XL. Lucasfilm was specifically mentioned and the answer was that conversations were going on with Lucasfilm.

In the area of service, Mr. Tramiel said that there would still be the 1500 or so authorized service centers but no "open door" policy would exist like the old Atari had. Atari did not want people to go out and buy parts and make their own machines. He did say that all information needed by third party manufacturers would be made available to them as soon as the new machine is released.

Mr. Tramiel stated that there was currently a problem in warranty service, especially for machines purchased in the past three months, but the problems were being looked at and there will be a solution (hopefully) soon.

The other items that were discussed were:

Atari intends to produce a 32 bit machine.

"The 1090 (expansion box) will not exist."

"Any new machines that we are going to produce shortly will be at the January CES show."

He could not tell us what the base ram is on the new machine.

One item of software Mr. Tramiel did confirm was the Plato Package. He said it should be out sometime near Christmas.

Getting Serious about M.U.L.E.

by Ralph Fellows

8 -- Miscellaneous Tips

(This is one of a series of articles intended to help you sharpen your M.U.L.E.-playing skills.)

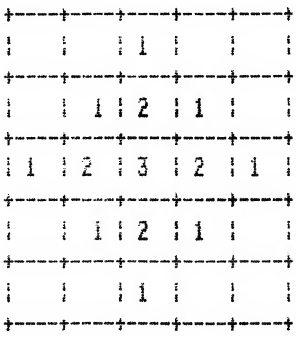
Land Auctions

If you desperately need a particular plot of land, or if you desperately want to prevent another player from getting it, here's a desperate trick. You have to be willing to spend all your cash, so you probably won't use it very often.

You must be the first person to start bidding. Just hold your stick in the UP position. Never relax, even when you reach the limit of your cash -- keep leaning on the stick. The computer won't let the other players bid any higher, and it will continue to treat you as high bidder. As long as you keep your stick UP, you'll get the plot. (How you develop it -- with no cash -- is your problem.)

Crystite

My earlier article on crytstite contained an error. There are no "random dots" -- all crystite is centered on the three-dot plots. The constellation actually looks like this:



This pattern is so large that it always gets obscured by something -- the town, the river, the edge of the board, other crystite constellations. Remember: there are always three of these patterns somewhere on the board, but the three-dot plots may be hidden under the river or the town.

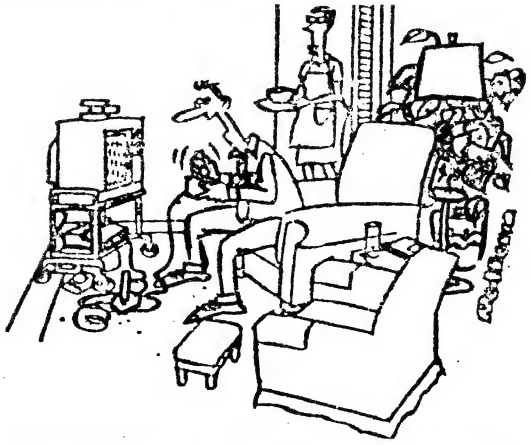
Losing and Gaining Plots

These occur at most once per game. In other words, if someone loses a plot, nobody will lose another; and if someone gets granted an extra plot, that's the last one anybody will get.

Overall Strategy

Ideally, you want to be in fourth place on turns 1 through 11, and you want to move into first place on turn 12. If you can stay in fourth place, you'll never get any bad news during development.

Bad news can be really devastating in the first few turns, so watch your step. Buying up large numbers of cheap plots before you are self-sufficient can be very dangerous. The computer counts each plot as worth $500, and it's easy to stumble into first place with a lot of undeveloped land and without the means (cash, food) to develop it. Then you'll be in the embarassing position of getting bad news turn after turn and spending your time in the pub while the other players develop their smaller holdings. Eventually they'll catch you, and you probably won't be able to recover.



"Hey! I just made the sportscaster sock the anchorman!"

San Leandro, CA Computer Club

Word Flyer
Electronic Arts

by Colin Evans, Age 9

Word Flyer is an educational program designed to teach spelling. There are two towers, one on either side of the screen, with an eagle on one and a robin on the other.

The object of the game is to match the words on the towers with ones flying across the screen (you can change the words too). One or two players can play, you can optionally play against time, and you can also ajust the speed and level (the higher the level, the bigger the words) . Word Flyer also has great graphics and sound. The birds move their heads and chirp when you match a word or they will squwak if you mismatch. Word Flyer's only fault though, is that, while it starts out great and new, it soon gets boring because of lack of variety.

The Goluska Test for Adventure Games

by Ralph Fellows

There must be over a hundred Adventure games on the market by now -- some good, some mediocre. It's impossible to tell just by reading the packages which ones are worth buying. Reviews in magazines aren't always much help -- the reviewers are usually so scrupulous about not giving away hints that all you can get is some notion of the flavor of the game.

I'm not going to propose a complicated rating scheme. Instead, I'd like to see each Adventure game reviewer answer a single question: does the game pass the Goluska test?

The test is named after Brian Goluska, who mentioned it to me earlier this year. It assumes that the player has finally solved the puzzle. At that point, the player asks himself:

> In retrospect, could a reasonable player, making reasonable moves and with enough luck, have solved the puzzle the first time through the game?

If the answer is yes, the game passes the Goluska test. If the answer is no, the game fails.

("Enough luck" may sometimes actually be "an enormous amount of luck". That's fine -- the game still passes.)

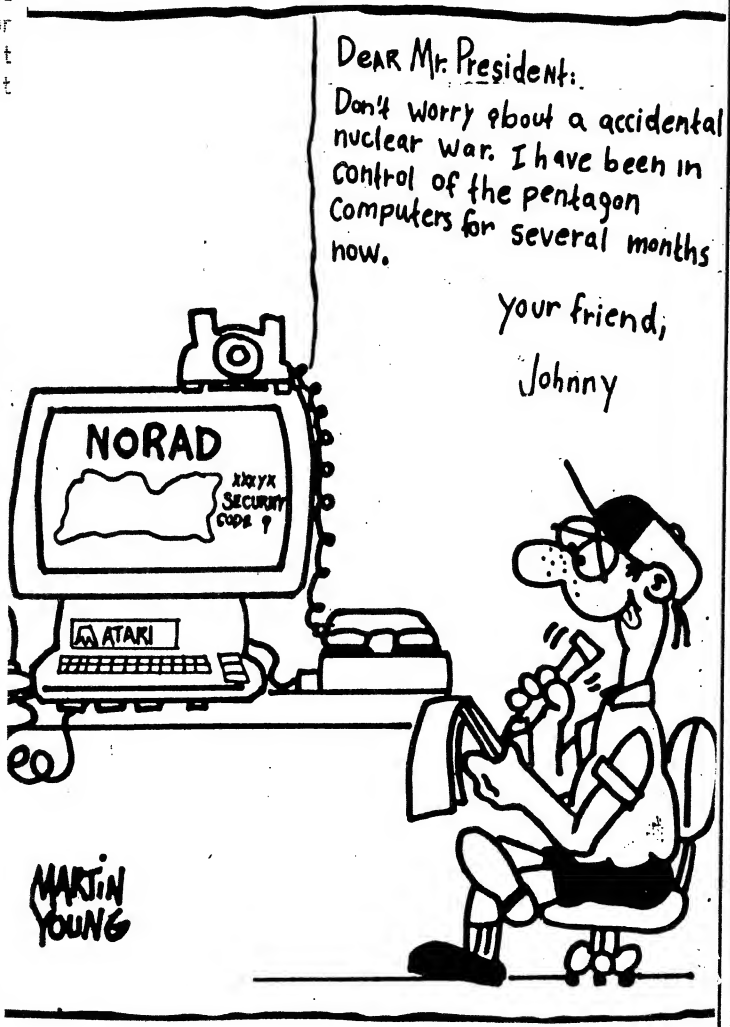
The test is really a measure of fairness. If the game is cluttered with red herrings, random events, and requirements involving unrelated objects, it will probably fail.

In fact, most Adventure games do fail the test. Even the original Adventure (on mainframe computers in the mid-70s) didn't pass -- there's no way short of clairvoyance to get the emerald out of the Plover Room, and Closing Time is entirely a matter of trial and error.

Still, some games do pass. Infocom adventures certainly come close, particularly the more recent ones.

There is, of course, more to evaluating a game than answering one question. And there are plenty of Adventures that don't pass the test but are still enjoyable. But, other things being equal, I'd be more willing to spend my money on an Adventure that passes the Goluska test than on one that doesn't. Game designers and reviewers, take note!

FROM THE WEST LOS ANGELES ATARI USERS GROUP [AUGUST]



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CHAOS

CHAOS LIBRARY DISK G28

Reviewer: Ralph Fellows

This is a set of games, some in Basic and some in machine code. Programs with the BAS suffix can be selected from the AUTORUN menu directly. Programs with the OBJ suffix require exiting to DOS, then doing a binary load (option 1 to exit to DOS, then option L to pick the load process, then the full file name including the suffix). The games are:

SPCADET.BAS "Space Cadet". You control a Space-Invader-type ground station with your joystick. Alien ships drop from the sky one at a time, and you have to shoot them before they reach the ground. The higher they are when you hit them, the bigger your score. If an alien ship reaches the ground, it steals a "human" and flies away. Once your stock of ten "humans" is gone, the game is over.

MUNCH.BAS "Munch'in Climb'in". This is a combination of PacMan and JumpMan. You have an extremely limited amount of time to maneuver around the screen with your stick, picking up various-shaped objects as you go. When time runs out, you have to start over. You get four tries to clear the screen; if you fail, the game is over. If you succeed, a new screen comes up. I've gotten as far as screen three; there may be more.

CENTURON.BAS "Centurion". This is a RiverRun/Caverns-of-Mars kind of game. You maneuver your spacecraft around obstacles with your stick, making sure to pick up extra fuel from depots when necessary.

BOUNCE.BAS "Bounce". This is a non-violent, no-pressure solitaire amusement. You start by drawing walls in an empty room with your stick. When the room looks okay, you press the space bar and a bouncing ball appears. It bumps its way around the room, bouncing off the walls and leaving behind a trail of blue paint. Eventually, the room takes on a pleasant quilted or plaid appearance. No scoring, no time limit. Very relaxing.

REBOUND.BAS For two players, one at a time. At the start, you are faced with a room containing a central oblong. The object is to guide a ball into this oblong, by placing "slashes" (diagonal reflectors) in its path. You "serve" with the fire button and drop reflectors just ahead of the ball by moving the stick left or right. The more reflectors you have to place, the lower your score. Reflectors linger from one round to the next, so the room gets pretty cluttered after a few rounds.

SABOTAGE.BAS A text adventure. I haven't played this one very extensively, and certainly haven't solved it. The game responds to the normal commands: N, E, S, W, INV, GET, etc.

PLANET.OBJ A Missile Command-type game. Enemy bombs drift toward your planet, an orange globe in the middle of the screen. If they hit the planet, they gouge out big holes. You have one orbiting platform that can fire missiles at the bombs. You indicate where to aim the missile by positioning crosshairs with your stick, and fire a missile by pressing the button. Since the platform circles the planet once every few seconds, you have to make sure you're not on the wrong side of the planet when you press the button, or you'll fire a missile into the planet. You must also be careful not to let your platform bump into a bomb -- that destroys the bomb, but also the platform. You get another platform a few seconds later, but you only have a limited number of them. When you run out, the enemy closes in and demolishes the planet in one big holocaust. Occasionally, an enemy vessel appears on the edge of the screen and starts firing missiles at the planet -- shooting down the vessel should then become your top priority.

STARSHOT.OBJ A swarm of about seven pellets bounce their way around a closed room. You must maneuver a human figure with your stick to dodge the pellets -- if one hits you, you're dead. Apparently, the object is to see how long you can dodge; the only score is a timer showing how many seconds you've lasted so far.

CRSHDIVE.OBJ "Crash Dive!". Another text adventure, this one set in a submarine. I've played this one for several hours, but I haven't solved it yet. You start out in a particularly weak position: you're in a room with only one way to get out, a hatch. But if you open the hatch, a cloud of poisonous gas pours in and "kills you instantly". (Everything in this game kills you instantly.) If you can get through the poisonous gas, there are plenty of other pitfalls: an approaching enemy, a traitor with a pistol, radioactivity, maybe more. This adventure definitely flunks the Goluska test: there's no way a moderately intelligent player making logical moves, however lucky, could ever solve it the first time through. Still, I enjoy playing it. It's well packaged, and the screen always displays your location, the legal exits, what's visible, and what you're carrying. The big problem is that it refers you to issue #18 of Analog magazine at certain critical points -- at least I think they may be critical points -- and I don't have a copy to refer to.

CHAOS LIBRARY DISK D15

Reviewer: Ralph Fellows

This is a set of songs created with the Advanced Music System. As the songs play, the screen changes color with the rhythm. I'm certainly no expert on modern popular music, but they sounded fine to me. The songs are:

JUMP
MICKEY ("Hey, Mickey, he's so fine, etc.")
GLORIA
SADIE
THRILLE (Thriller theme)
SOMWHER ("Somewhere, My Love")
NADIA (Soap opera theme)
JOY ("Jesu, Joy of Man's Desiring")
FLASHDA (Flashdance theme)
DUELING ("Dueling Banjos")

This is an autobbot disk. It does not require the Advanced Music System to run. It does require AMS if you plan to change the music.

CHAOS LIBRARY DISK D16

Reviewer: Ralph Fellows

This is another set of songs created with the Advanced Music System. The songs are:

BACKDOO ("Ooh, ooh, ooh, lookin' out my backdoor")
BILLIJ (Michael Jackson)
BEATIT (ditto)
STYX
LONGRUN
LIFEGOO

CHAOS LIBRARY DISK D17

Reviwed by: Ralph Fellows

This disk is a medley of demos and interactive programs, some good, some not so good. Programs with the BAS suffix can be selected from the AUTORUN menu directly. Programs with the OBJ suffix require exiting to DOS, then doing a binary load (option 1 to exit to DOS, then option L to pick the load process, then the full file name including the suffix).

There are 28 programs on the disk, most of which simply draw interesting images on the screen. The other programs first:

SYN.OBJ Evidently a music synthesizer, but there are no instructions. I couldn't figure out how to make it work.

BEET5TH.BAS Plays the opening of Beethoven's 5th symphony. music is played too slowly and doesn't sound as good as that provided on the AMS disks (D15 and D16).

DANCER.BAS Allows you to make a stick figure named Pak Jana dance before your eyes. You issue choreographic commands like "RA3" (move Right Arm to position 3). Up to 99 commands may be included in a single "dance".

COUCH.BAS Intended as a joke. The program draws meaningless scribbles on the screen and asks you to pick the "right" description, asks insulting questions, and issues a psychiatric diagnosis (generally unfavorable).

ROTATION.BAS Shows the difference in speed betwen Basic and macnine code by rotating a simplified Starship Enterprise.

SOUNDTST.BAS Model program for you to fiddle with to experiment with sound effects.

GTIATEST.BAS Vertical stripes to allow you adjust the color on your TV or monitor.

Then the interesting images:

MELONS.BAS Striped green watermelons with pink flesh and black seeds.

SINK.BAS Something roughly cylindrical, with shading. Very slow. I didn't have the patience to let it finish.

BALL.BAS A sphere with many rotating colored stripes.

RING.BAS An oval with rotating bands of color.

CORRIDOR.BAS Nested rectangles.

LOGO.BAS Atari logo.

POLES.BAS Diagonal orange stripes in a barber-pole effect.

STRIPES.BAS Horizontal stripes that shift in intensity.

G9.BAS ???

DIZZY.BAS ???

HYPNO.BAS Rotating light-and-dark pattern covering the entire screen.

GZAP.BAS A lightning bolt leaves dots of different colors.

ROLL.BAS Cylindrical rollers in blue and white.

FUNAL.BAS Green, brown, and yellow funnel. Why isn't the title spelled that way? Or does it stand for "Fundamental Algorithm" or some such?

GRENHOLE.BAS Maybe meant to represent a black hole in the middle of a green galaxy -- but the hole is green, too. Very attractive.

GCONE.BAS Cone with shading.

SMELONS.BAS Like MELONS.BAS, but the melons are seedless and spin in place.

SAS.BAS Attractive rotating oval in green and yellow.

KAL8.BAS Nested rectangles initially, whcih get overlaid with colorful tic-tac-toe grids that gradually shrink.

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